

AFTERNOON SCI-FI MONSTER MOVIE HOUR:



Four friends each take a piece of paper.
Write a name and what you do on the paper:
Reporter, Marine, Cop, Scientist.
Each Character gets 3 health.

Create a monster.

Take two dangerous animals, that smash their names together.

Mosquitosaur, Arachnocroc, Parhanamonkey.

Scenes:

A player picks a scene, describes it.

Each scene may only be used once.

The lab (cute Dr.s SCIENCE!),

The Beach (clothing optional),

The Mall (Hardware!)

The Swamp (nowhere to run!),

The Boat (Radios out!)

Dice:

Each character has a 5d10 die pool each scene. When all the dice have been rolled, scene ends.

Actions:

Characters declares an action, roll 2d10 add the dice together, 10 or better succeeds. If the action is related to what they do roll 3 dice.

10's rolled return to the characters' die pool.

A Success is described by the player.

Roll any doubles and the monster comes to wreck shit, the character loses a point of health.

When a character loses three health, the monster kills him/her.

Failure, Injury and death are described by the player sitting clockwise from the victim.

The monster requires 10 successful actions directly against it before it dies.

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